

Avatar

Avatar A sophisticated and flexible avatar component designed to display user profiles, status indicators, and visual representations with support for images, text labels, badges, and animated gradient borders. Perfect for user interfaces, chat applications, social platforms, and any system requiring user identification and status display.

How to use ■ `import { AavaAvatarsComponent } from "@aava/play-core"` ; Basic Usage ■ The most basic implementation with default settings and image support.

Avatar Sizes ■ Seven distinct sizes to suit different design requirements and use cases.

Available Sizes ■ `xxs` (Ultra Small) : Very compact size for extremely dense layouts `xs` (Extra Small) : Compact size for dense layouts and lists `sm` (Small) : Small size for compact interfaces `md` (Medium) : Standard size for most use cases `lg` (Large) : Large size for prominent content (default) `xl` (Extra Large) : Extra large size for emphasis and accessibility `xxl` (Ultra Large) : Maximum size for hero sections and special emphasis

Avatar Shapes ■ Two shape variants to match different design systems and preferences.

Shape Features ■ `Pill` : Circular shape with smooth rounded corners `Square` : Modern square shape with subtle border radius

Responsive : Border radius adapts to size for optimal appearance

Badge Integration ■ Seamless integration with badge components for notifications and status indicators.

Badge Features ■ `Status Badges` : Visual indicators for online/offline status `Count Badges` : Numeric indicators for notifications

`Custom States` : Support for various badge states and colors

`Positioning` : Automatic positioning at top-right corner

`Responsive` : Badge size adapts to avatar size

`Text Labels` ■ Support for both status and profile text labels with flexible positioning.

`Text Label Features` ■ `Status Text` : Small text for status indicators `Profile Text` : Larger text for user names or titles

`Dual Support` : Can display both status and profile text simultaneously

`Typography` : Different font sizes for hierarchy

`Alignment` : Proper alignment with avatar element

Avatar Initials ■ Avatar can also support text-based initials

Initials Features ■ `Custom Initials` : Allow developers to provide initials directly

`Background Colors` : Configurable solid backgrounds

`Text Styling` : Adjustable font size, weight, and color for initials visibility.

`Size Variants` : Support for `sm`, `md`, `lg` (and more) to fit different UI contexts.

`Accessibility Features` ■ `Screen Reader Support` : Proper ARIA labels and descriptions

`Focus Indicators` : Clear visual focus indicators

`High Contrast` : Enhanced visibility in high contrast mode

`Reduced Motion` : Respects user motion preferences

`Alt Text` : Support for image alternative text

API Reference ■ Inputs ■

Property	Type	Description
<code>size</code>	<code>'xxs' 'xs' 'sm' 'md' 'lg' 'xl' 'xxl'</code>	Size of the avatar component
<code>shape</code>	<code>'pill' 'square'</code>	Shape variant of the avatar image
<code>imageUrl</code>	string	URL of the avatar image
<code>statusText</code>	string	Small text for status indicators
<code>profileText</code>	string	Larger text for user names or titles
<code>badgeState</code>	<code>BadgeState</code>	State of the badge component
<code>badgeSize</code>	<code>BadgeSize</code>	Size of the badge component
<code>badgeCount</code>	number	Numeric value for count badges
<code>additionalText</code>	string	Additional text label for extra information
<code>initials</code>	string	Initials shown in avatar
<code>initialsBackground</code>	string	Background color for initials
<code>initialsColor</code>	string	Text color for initials
<code>customStyles</code>	<code>Record<string, string></code>	CSS custom properties override
<code>CSS Custom Properties</code>	■	
<code>Property</code>	Default	Description
<code>--avatar-size-us</code>	Dynamic	Ultra small avatar size
<code>--avatar-size-xs</code>		

Dynamic Extra small avatar size --avatar-size-sm Dynamic Small avatar size --avatar-size-md
Dynamic Medium avatar size --avatar-size-lg Dynamic Large avatar size --avatar-size-xl Dynamic
Extra large avatar size --avatar-size-ul Dynamic Ultra large avatar size --avatar-border-radius
Dynamic Border radius for avatar shapes --avatar-border-radius-us Dynamic Border radius for
ultra small size --avatar-border-radius-xs Dynamic Border radius for extra small size
--avatar-border-radius-sm Dynamic Border radius for small size --avatar-border-radius-md
Dynamic Border radius for medium size --avatar-border-radius-lg Dynamic Border radius for large
size --avatar-border-radius-xl Dynamic Border radius for extra large size --avatar-border-radius-ul
Dynamic Border radius for ultra large size Accessibility Guidelines ■ Screen Reader Support ■
Provide meaningful alt text for avatar images Use descriptive labels for avatar purposes Include
context about user status and information Visual Design ■ Ensure avatar images meet minimum
size requirements Provide clear visual distinction between different states Support high contrast
and reduced motion preferences Use consistent sizing and spacing across the interface Best
Practices ■ Design Guidelines ■ Appropriate Sizing : Choose sizes based on context and
importance Ultra Small/Extra Small : Use for extremely dense layouts, data tables, and compact
interfaces Small/Medium : Use for standard layouts, navigation, and user lists Large : Use for
featured content, profile headers, and important user information Extra Large/Ultra Large : Use for
hero sections, prominent displays, and accessibility emphasis Consistent Shapes : Use consistent
shapes within the same interface Clear Hierarchy : Use size and styling to indicate importance
Status Clarity : Make status indicators clear and unambiguous Image Quality : Use high-quality,
properly sized images Performance ■ Image Optimization : Optimize avatar images for web
delivery Lazy Loading : Implement lazy loading for avatar images Caching : Cache frequently used
avatar images Animation Performance : Use hardware-accelerated animations Bundle
Optimization : Import only needed avatar features User Experience ■ Loading States : Provide
loading indicators for remote images Fallback Handling : Implement graceful fallbacks for missing
images Consistent Behavior : Maintain consistent behavior across avatar types Responsive
Design : Ensure avatars work well on all screen sizes Touch Targets : Ensure adequate touch
target sizes for mobile Implementation Considerations ■ Image Management : Implement proper
image loading and error handling State Management : Properly manage avatar states in your
application Accessibility : Ensure all avatar features are accessible Theming : Use CSS custom
properties for consistent theming Testing : Test avatars across different devices and browsers
Accessibility Implementation ■ Semantic HTML : Use proper HTML structure for avatar elements
ARIA Attributes : Implement appropriate ARIA labels and roles Focus Management : Ensure
logical focus order and indicators Screen Reader Testing : Test with actual screen readers
Keyboard Testing : Verify complete keyboard navigation flow

```
<aava-avatars
  size="lg"
  shape="pill"
  imageUrl="assets/1.svg"
  altText="User avatar"
>
</aava-avatars>
```

```
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  shape="pill"
  imageUrl="assets/1.svg"
  altText="Ultra Small avatar"
>
```

```
</aava-avatars>
```

```
<aava-avatars
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  altText="Small avatar"
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```

```
</aava-avatars>
```

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<aava-avatars
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  altText="Medium avatar"
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```

```
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```

```
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  altText="Large avatar"
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```
</aava-avatars>
```

```
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```
</aava-avatars>
```

```
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```

```
</aava-avatars>
```

```

<aava-avatars
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</aava-avatars>

```

```

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</aava-avatars>
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  badgeSize="small"
  [badgeCount]="12"
  altText="Avatar with notification badge"
>
</aava-avatars>

```

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